OLD-SCHOOL ESSENTIALS
RETRO ADVENTURE GAME

PC			
Class		Title	
Lvl		Exp	/	%

Background		Alignment	
Personality			
Misfortune			

Combat

HP	/	AC		UN	0	Melee		Missile	1
HD		Con Mod							

Armour class — *Unarmoured AC: 10+DEX modifier* — *STR modifier to melee att./dmg* — *DEX modifier to melee attacks*

Ability Scores

Ability check: Roll under or equal on d20

	Score	Modifier	
STR			*Melee att./dmg, open doors*
INT			*Languages, literacy*
WIS			*Saves vs. magic*
DEX		1	*Missile atk., Init, AC*
CON			*Hit Points*
CHA			*# Retainers, Loyalty, Reactions*

Saving Throws

Saving Throw: Roll over or equal on d20

D		*Death, poison*
W		*Magic wands*
P		*Paralysis, petrification*
B		*Breath attacks*
S		*Spells, magic rods, magic staves*
MAGIC		*WIS modifier to saves vs. magic*

Equipment

Armor	
RHand	
LHand	
Back	
M.Item	
M.Item	

Languages	

Literate: ☐

Exploration

LD	-in-6	*Listen at door*
OD	-in-6	*Open stuck door*
SD	-in-6	*Find secret door*
FT	-in-6	*Find room trap*

Movement

Ov		*Overland travel: miles/day*
Ex		*Exploration: feet/turn*
En		*Encounters: feet/rounds*

Coins

PP	
GP	
EP	
SP	
CP	

Abilities

	%			%	
	%			%	
	%			%	
	%			%	
	-in-6			-in-6	

Inventory

Spellcasting

Spells

Lvl 1	/	Lvl 2	/	Lvl 3	/
Lvl 4	/	Lvl 5	/	Lvl 6	/

Prepared Spells

○		Lvl		○		Lvl	
○		Lvl		○		Lvl	
○		Lvl		○		Lvl	
○		Lvl		○		Lvl	
○		Lvl		○		Lvl	
○		Lvl		○		Lvl	
○		Lvl		○		Lvl	
○		Lvl		○		Lvl	
○		Lvl		○		Lvl	
○		Lvl		○		Lvl	
○		Lvl		○		Lvl	

Notes

Spells Known/Spellbook

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6